THE PET™

The PET home computer by Commodore is a creature of many faces, only a few of which you will see on the following pages. As many faces as you see, The PET has even more. Its applications are limited only by the user's needs.

The PET is a complete computer system, with sufficient size and speed to accomplish many of the routine computational tasks facing engineers and scientists. By combining an extended BASIC interpreter with one of the fastest microprocessors available today, Commodore has created an incredibly capable, yet inexpensive, computer.

Hardware: The PET is a complete and self-contained system, i.e. it has all the necessary functional elements packaged in a single cabinet. Its CPU is a MOS Technology 6502 8 bit microprocessor which can address 65,536 bytes of memory directly, has 56 instructions and 13 different addressing modes. Depending upon address mode, instructions are executed in 2 to 7 microseconds. The unit has a total of 9216 bytes of random access memory (RAM) and 16,384 bytes of read only memory (ROM). 1K of the RAM and 2K of the ROM are used for video display. Up to 1000 characters, organized in 25 rows of 40 columns can be displayed at a time. Characters are very precise and easily readable because an 8 by 8 dot matrix generator is used. The character set consists of all upper and lower case letters, numerals, punctuation symbols and a variety of graphics characters: a total of 158 characters.

All characters can be displayed in either normal mode - white on black - or reverse mode, black on white. Since the display is part of main memory, it can be accessed directly by the CPU. Flexibility is further exploited by the full screen editor in the operating system firmware. Input is either from the keyboard or from the built-in cassette tape drive. The keyboard has a 10 key numeric pad and full cursor control keys. All symbols used in BASIC statements are available in the unshifted mode for added operating speed. The cassette can be used to read and write both programs and data at a rate of approximately 50 bytes per second. A second cassette port, 8 bit parallel I/O port and IEEE-488 bus port are also provided. The entire unit - main logic, display, keyboard, cassette drive, and power supply - is contained in a metal cabinet, weighs less than 19 kg and measures approximately 39 cm H x 45 cm W x 47 cm D.

No cooling fans are required, thus the unit is completely silent in operation. Power requirements are approximately 100 watts ar 100 to 120 VAC 50-60 Hz.

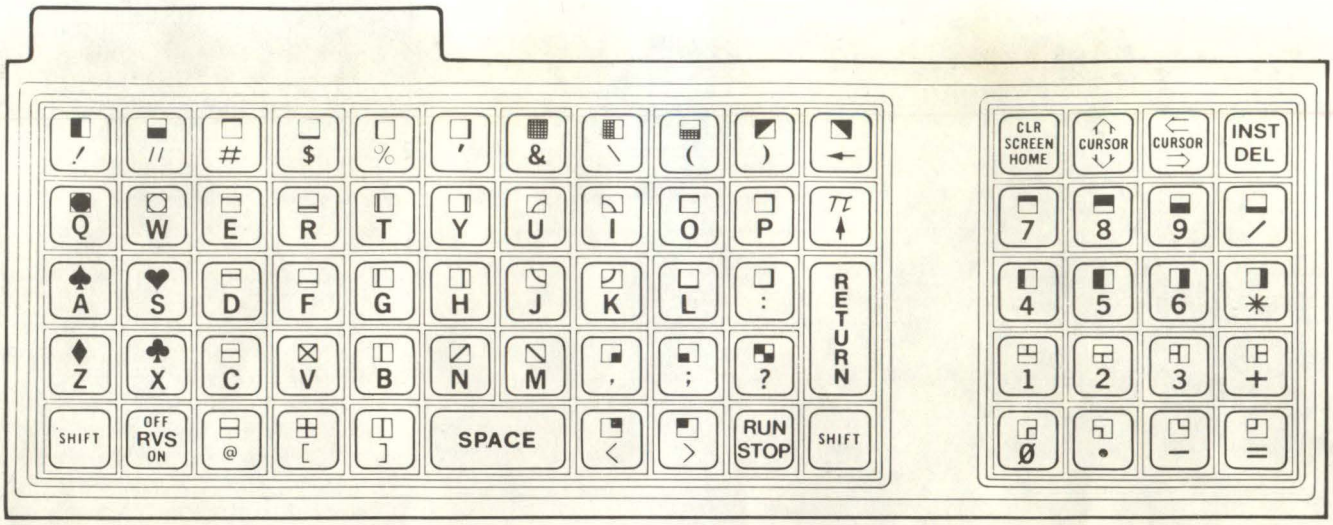
Firmware: The firmware has three primary components; the operating system, full screen editor, and BASIC interpreter. Together these programs require 14k bytes of read only memory.

Features: The operating system performs a variety of functions, such as enabling one to load and save programs, etc. One of its more unusual features is complete support for the IEEE-488 instrument bus (also known as the HP-IB bus). This bus enables the user to connect up to 12 devices to the PET, at any one time. These devices can be the PET Printer, or any one of a wide variety of measurement and control instruments such as counters, timers, spectrum analyzers, digital voltmeters and printer plotters, from Phillips, HP, Fluke and Textronix. Many academic, industrial and governmental labs are already using PETS as laboratory automation control computers.

The full screen editor is extremely useful. With it an entire program, a selected section, or an individual statement can be listed. The cursor can be moved as needed on the screen, and characters can be changed, inserted or deleted to modify any program statement. Statements can be copied or moved by changing their line number. New statements can be added or old ones deleted, as desired.

The BASIC interpreter enables a superset of the original BASIC. A few of its major features are floating point, integer, and string arrays of limited dimensionality, dynamic string handling, 5 byte floating point number representation (for approximately 8 decimal digit accuracy), PEEK and POKE commands for direct memory access, two character variable names, full support for IEEE-488 bus devices, program chaining with full data retention between overlays, built-in mathematical (ABS, ATN, COS, EXP, INT, LOG, RND, SGN, SIN, SQR, TAN) and string (ASC, CHR, LEFT, LEN, MID, RIGHT, STR, VAL) functions; user-definable functions; multi-statement lines; real-time clock; support for machine language subroutines; both character and line input capability.

Software: Application programs for the PET can of course be written by the user, and most special purpose programs will be so written. A growing library of commonly useful programs is already available.



The PET Keyboard

The PET **keyboard consists of 73 keys.** There are the usual alphanumerics (A-Z) found on typewriters and calculators and many computers.

But the PET has **something more: 64 graphic characters.** The graphics can be used for plots, for fun and games, or for artwork.

There are also **special screen and keyboard control keys** which allow the **moving of the cursor in four directions, the reversing of characters and background, the inserting and deleting of characters. Shift keys and a run/stop key** are also provided to facilitate keyboard operations.

Technical Specifications

MEMORY
Random Access Memory (user memory); 8K internal, expandable to 32K bytes
Read Only Memory (operating system resident in the computer): 14K bytes
8K-BASIC interpreter program
4K-Operating system
1K Diagnostic routine

VIDEO DISPLAY UNIT
9" enclosed, black & white, high resolution CRT
1000 character display, arranged 40 columns by 25 lines
8 x 8 dot matrix for characters and continuous graphics
Automatic scrolling from bottom of screen
Winking cursor with full motion control
Reverse field on all characters (white on black or black on white)
64 standard ASCII characters; 64 graphic characters

KEYBOARD
9½" wide x 3" deep; 73 keys
Cursor control, reverse field, and graphics under simple BASIC control
Cassette file management from BASIC
True random number generation or pseudo random sequence

INPUT/OUTPUT
All other I/O supported through IEEE-488 instrument interface for peripherals
I/O automatically managed by operating system software
Single character I/O with GET command
Easy screen line-edit capability
Flexible I/O structure for BASIC expansion with peripherals

BASIC INTERPRETER
8K BASIC; 20% faster than most other 8K BASICS
Upward expansion from BASIC language
Strings, integers, multiple dimension arrays
10 significant digits; floating point
Direct memory access: PEEK and POKE commands
All 64 ASCII characters available without shift. Calculator style numeric key pad
All 64 graphic and reverse field characters accessible from keyboard (with shift)
Screen Control: Clear and erase
Editing: Character insertion and deletion

CASSETTE STORAGE
Fast Commodore designed redundant-recording scheme, assuring reliable data recovery
Cassette drive modified by Commodore for much higher reliability of recording and record retention
High noise immunity, error detection, and correction
Uses standard audio cassette tapes
Tape files, named

OPERATING SYSTEM
Supports multiple languages (BASIC resident)
Machine language accessibility
File management in operating system

Dear PET Customer,

Thank you for your PET inquiry. As you can imagine, we have been receiving an extraordinary amount of response to our advertisements. Orders, inquiries and innovative suggestions are virtually flooding our phone lines.

The calls fall into two categories. From hobbyists and engineers we receive the most provocative and, at times, the most difficult technical questions to answer. From business people, the questions are directed more towards actual operation and versatility of performance.

Often, questions asked require some degree of research. Rather than hold you on the phone while we are gathering answers, we have taken down your questions, summarized them, and have prepared the answer sheet below. It has been prepared to provide answers to the most commonly asked questions.

What language does the PET use?

Basic. This is the simplest English-like computer language.

It can also handle machine language programs. The PET's 6502 microprocessor understands a complex coded number language. A 6502 Programming Handbook and a Hardware Manual are required for this. Both are available, at $5.95 each.

In the coming months the PET will have additional languages in program form. Among these are:

Fortran- a commonly used language for scientific programming.

Pascal- a new language designed specially to teach computer science.

Assembler- an easy-to-use version of the 6502 machine language.

Where can I get supplies for the printer?

The printer uses a standard 8½" wide paper roll and universal ribbon. These supplies are available from stationery stores, office supply outlets, Commodore and Contemporary Marketing.

How can I tailor a program to meet my needs?

Commodore advises that, in most cases, programs are specifically designed to be adapted to your individual requirements. Where customizing is required, it is recommended that you purchase the BASIC—BASIC program. This teaches how to write a new program or change an existing one. Then you need only list or display the program and modify it to your needs.

Can I obtain a printed version of the program?

No. Programs are only available on cassette tapes. If, however, you must have the program in print, you can list it on the CRT video screen, and have the listing printed by the accessory printer.

How do the accessories connect to the PET?

Simply by plugging them in. This applies to the printer, the second cassette and any other forth-coming peripherals. There are special ports, or outlets, built right into the PET. No special adapters are required, as on Radio Shack and other systems.

Is the PET UL approved?

As of this writing, it is awaiting UL listing. Registration by CSA, which is the strict Canadian Standards Act, similar to UL, is expected within days.

How fast is the recorder or program loading ability?

The PET accepts a program at 50 bytes per second.

The PET has 8000 (8k) bytes of memory. Can this capacity be enlarged?

Yes, on its right side is a memory bus, or outlet. Within the next six months, there will be an accessory that will plug into this bus and increase the capacity to 256k.

A floppy disk accessory is also in the works. It will cost less than $1000. Floppy disks will be 5½" in diameter and increase memory to 320k.

What is operating temperature?

0°F to 150°F.

How many programs will a cassette hold?

An 8k program requires 2 minutes of cassette time. Since the PET uses standard cassette tapes, an ordinary C60 tape can hold up to 30 8k programs.

Just what is the 6502 Microprocessor chip?

It's the brain of the PET. Today, the 6502 is the most widely used logic component in home computers and computer-like sophisticated industrial equipment.

Many products, such as Atari equipment, Video games, Apple computers, etc., purchase the 6502. It was developed by MOS Technology, a subsidiary of Commodore International. Through special arrangements with Commodore, other major corporations, such as Rockwell International and Synertec are also manufacturing the revolutionary, powerful 6502 component.

What makes the 6502 powerful is its incredibly large capability. It represents the very latest in state of electronic art. For example, the Intel 8080, another popular component, is recognized as a 2nd generation development, while the 6502 is 3rd generation.

How many command words does the PET respond to?

The PET responds to over 40 commands, including:

Print Save Input
G e t Load

Will the PET have an accoustical coupler?

Yes. An accoustical coupler is a tone generator permitting computer to computer conversation. This accessory is presently in the works and availability is planned for early 1979.

How many string variables are there?

String variables are a function of the memory capacity discussed earlier.

How many different pieces of equipment can be hooked up to the PET, through IEEE488 BUS, at the same time?

20-24, depending upon cable cord lengths.

Can either digital or analog peripherals be attached?

Yes. The unit is digital. But, many digital/analog converters are available from other sources.

Basic Commands and Statements

COMMAND/ STATEMENT	EXAMPLE	PURPOSE
CLR	CLR	Sets variables to zero or null.
CMD	CMD D	Keep IEEE device D open to monitor bus.
CONT	CONT	Continue program execution after a STOP command. No program changes permitted.
GOTO	GOTO L	Continue program execution at line L after a STOP command. Program changes are permitted.
FRE	PRINT FRE (0)	Returns number of bytes of available memory.
LIST	LIST	Lists current program.
	LIST -L	Lists current program through line L.
	LIST L-M	Lists lines L through M of current program.
	LIST L-	Lists current program from line L to end.
LOAD	LOAD	Loads next encountered program from built-in tape unit.
	LOAD "NAME"	Loads file NAME from built-in tape unit.
	LOAD "NAME," D	Loads file NAME from device D.
NEW	NEW	Deletes current program from memory, sets variables to zero.
PEEK	PEEK(A)	Returns byte value from address A.
POKE	POKE A,B	Loads byte B into address A.
PRINT	PRINT A	Prints value of A on display screen.
	PRINT A$	Prints specified string on screen.
	PRINT #D,A	Prints value of A on device D.
	PRINT #D,A$	Prints specified string on device D.
RUN	RUN	Begins execution of program at lowest line number.
	RUN L	Begins execution of program at line L.
SAVE	SAVE	Saves current program on built-in tape unit.
	SAVE "NAME"	Saves current file or program NAME on built-in tape unit.
	SAVE "NAME," D	Saves current program or file NAME on device D.
	SAVE "NAME," D,C	Saves file NAME on device D. C specifies EOF or EOT.
STOP	STOP	Stops program execution.
SYS	SYS(X)	Complete control of PET is transferred to a subsystem at decimal address contained in the argument.
TI$	TI$="HHMMSS"	Sets PET's internal clock to real time.
	PRINT TI	Displays number of 'jiffies' since PET was powered up or clock was zeroed. (A jiffy = 1/60 of a second.)
USR	USR(X)	Transfers program control to a program whose address is at locations 1 and 2. X is a parameter passed to and from the machine language program.
WAIT	WAIT A,B,C	Stops execution of BASIC until contents of A, ANDed with B and exclusive ORed with C, is not equal to zero. C is optional and defaults to zero.
CLOSE	10 CLOSE N	Closes logical file N.
DATA	10 DATA 1,2,3,4	Specifies data to be read from left to right.
	20 DATA TOM,SUE	Alphabetics do not need to be enclosed in quotes.
	30 DATA "TOM DOE"	If strings contain spaces, commas, colons, or graphic characters, the string must be enclosed in quotes.
DIM	10 DIM A(n)	Specifies maximum number of elements in an array or matrix.
	20 DIM A(n,m,o,p)	Specifies maximum number of dimensions in an array.
	30 DIM A(n),B(m)	Number of arrays limited by memory.
	40 DIM A(N)	May be dimensioned dynamically.
	50 DIM A$(n)	Strings may be dimensioned.

Basic Commands and Statements

COMMAND/ STATEMENT	EXAMPLE	PURPOSE
END	999 END	Terminates program execution.
GET	10 GET C	Accepts single character from keyboard.
	20 GET C$	Accepts single string character from keyboard.
	30 GET #D,C	Accepts single character from specified logical file.
	40 GET #D,C$	Accepts specified single string character from logical file.
INPUT	10 INPUT A	Accepts value of A from keyboard.
	20 INPUT A$	Accepts value of string variable A from keyboard. The string does not have to be enclosed in quotes.
	30 INPUT A,A$,B,B$	Accepts specified values from keyboard.
	40 INPUT #D,A	Accepts value of A from logical file D.
	50 INPUT #D,A$	Accepts specified string from logical file D.
	60 INPUT #D,A,A$,B,B$	Accepts specified values and strings from logical file D. Strings do not have to be enclosed in quotes.
LOAD	10 LOAD	Loads next encountered program or file, on built-in tape unit, into PET's memory.
	20 LOAD "NAME"	Loads program or file NAME into memory from built-in tape unit.
	30 LOAD "NAME",D	Loads specified file NAME from device D.
OPEN	10 OPEN A	Opens logical file A for read only from built-in tape unit.
	20 OPEN A,D	Opens logical file A for read only from device D.
	30 OPEN A,D,C	Opens logical file A for command C from device D.
	40 OPEN A,D,C,"NAME"	Opens logical file A on device D. If device D accepts formatted files, file NAME is positioned for command.
POS	10 PRINT POS(0)	Prints next available print position (position of cursor on screen).
PRINT	10 PRINT A	Prints value of A on display screen.
	20 PRINT A$	Prints specified string on screen.
	30 PRINT A,A$	Prints specified values or strings on screen, beginning in next available print position (pre-TABbed positions are in columns 10,20,30,40, etc.).
	40 PRINT A;A$	Prints on specified values and strings on screen separated by 3 spaces if numeric, concatenated if string.
	50 PRINT #D,A	Prints specified value on logical file D.
	60 PRINT #D,A$	Prints specified string on logical file D.
READ	10 READ A	Obtains value of A from a DATA statement.
	20 READ A$	Obtains string value of A from a DATA statement.
	30 READ A,A$,B,B$	Obtains specified values for strings and numeric variables from DATA statements.
REM	10 REM **COMMENT**	Inserts non-executable comments in a program for documentation purposes.
RESTORE	10 RESTORE	Permits re-reading of DATA statements without re-running program.
TAB	10 PRINT TAB(N);A	Prints value of A in character position N+1 on screen.
	20 PRINT TAB(N);A$	Prints string beginning in character position N+1 on screen.
VERIFY	10 VERIFY	Verifies most recent program saved on built-in cassette by reading it and comparing it with program still in PET's memory.
	20 VERIFY "NAME"	Verifies specified file NAME saved on built-in cassette by reading it and comparing it with program still in PET's memory.
	30 VERIFY "NAME",D	Verifies specified file NAME saved on device D by reading it and comparing it with program still in PET's memory.
SPC	10 SPC(N)	Prints N spaces or blanks.
FOR ... NEXT	10 FOR A = 1 TO 20 ⋮ 90 NEXT A	Loop control. Performs all instructions between FOR and NEXT as many times as specified by index. In this example, the index variable is A.

Basic Commands and Statements

COMMAND/ STATEMENT	EXAMPLE	PURPOSE
STEP	10 FOR A = 1 TO 20 STEP 2 : : 90 NEXT A	Step specifies size of increment to be added to index to increase or decrease its value towards the desired number of iterations.
IF . . . THEN	10 IF A = 10 THEN PRINT A	If condition is 'TRUE,' instruction following 'THEN' (in this example, 'PRINT A') would be executed. Otherwise, the next statement in sequence is executed.
IF . . . GOTO	10 IF A=1 GOTO L	If condition is true, control is transferred to specified line. Otherwise, the next statement, following the IF . . . GOTO, is executed.
GOTO	10 GOTO L	Transfers control (jumps) to specified line, skipping over intervening lines.
GOSUB	10 GOSUB L	Begins execution of a subroutine which begins on a specified line.
ON . . . GOTO	10 ON A GOTO L,M,N	Transfers control to specified line (in this example, L,M, or N, depending on value of index A.
ON . . . GOSUB	10 ON A GOSUB L,M,N	Begins execution of subroutine which begins on line L,M, or N, depending on the value of index A.
RETURN	9990 RETURN	Subroutine exit; transfers control to the statement following most recent GOSUB directing transfer to the subroutine.

String Functions

FUNCTION	EXAMPLE	PURPOSE
ASC	10 A=ASC("XYZ")	Returns integer value corresponding to ASCII code of first character in string.
CHR$	10 A$=CHR$(N)	Returns character corresponding to ASCII code number.
LEFT$	10 ?LEFT$(X$,A)	Returns leftmost A characters from string.
LEN	10 ?LEN(X$)	Returns length of string.
MID$	10 ?MID$(X$,A,B)	Returns B characters from string, starting with the Ath character.
RIGHT$	10 ?RIGHT$(X$,A)	Returns rightmost A characters from string.
STR$	10 A$=STR$(A)	Returns string representation of number.
VAL	10 A=VAL(A$) 20 A=VAL("A")	Returns numeric representation of string. If string not numeric, returns "0".

ASC, LEN and VAL functions return numerical results. They may be used as part of an expression. Assignment statements are used here for examples only; other statement types may be used.

Arithmetic Functions

FUNCTION	EXAMPLE	PURPOSE
ABS	10 C=ABS(A)	Returns magnitude of argument without regard to sign.
ATN	10 C=ATN(A)	Returns arctangent of argument: C will be expressed in radians.
COS	10 C=COS(A)	Returns cosine of argument. A must be expressed in radians.
DEF FN	10 DEF FNA(B)=C*D	Allows user to define a function. Function label A must be a single letter; argument B is a dummy.
EXP	10 C=EXP(A)	Returns constant 'e' raised to power of the argument. In this example, e^A.
INT	10 C=INT(A)	Returns largest integer less than or equal to argument.
LOG	10 C=LOG(A)	Returns natural logarithm of argument. Argument must be greater than or equal to zero.
RND	10 C=RND(A)	Generates a random number between zero and one. If A is less than 0, the same random number is produced in each call to RND. If A = 0, the same sequence of random numbers is generated each time RND is called. If A is greater than 0, a new sequence is produced for each call to RND

Arithmetic Functions

FUNCTION	EXAMPLE	PURPOSE
SGN	10 C=SGN(A)	Returns -1 if argument is negative, returns 0 if argument is zero, and returns +1 if argument is positive.
SIN	10 C=SIN(A)	Returns sine or argument. A must be expressed in radians.
SQR	10 C=SQR(A)	Returns square root of argument.
TAN	10 C=TAN(A)	Returns tangent of argument. A must be expressed in radians.

Arithmetic Operators

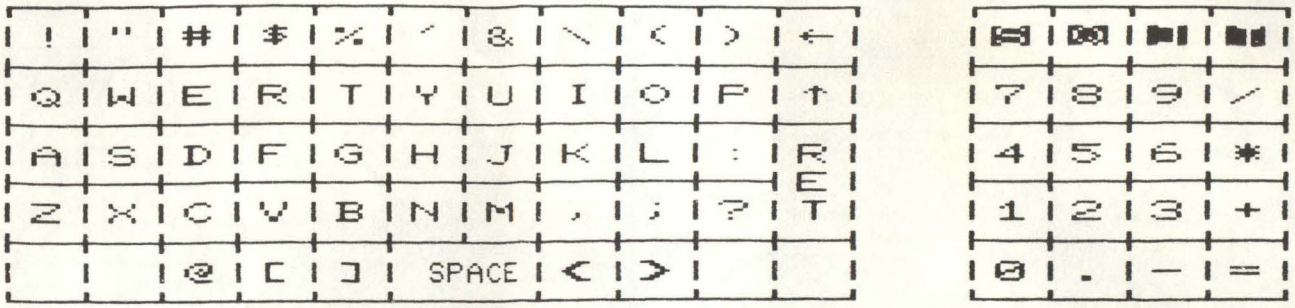
SYMBOL	EXAMPLE	PURPOSE
=	10 A=B 20 LET A=B	Assigns a value to a variable. Let is optional.
↑	30 PRINT A↑2	Exponentiation; in example, A^2.
/	35 C=A/8	Division
*	40 C=A*8	Multiplication
+	50 C=A+8	Addition
-	60 C=A-8	Subtraction
=	10 IF A=B THEN PRINT C	A 'equals' B.
<>	10 IF A<>B THEN C=4	A 'does not equal' B.
<	10 IF A<B THEN C$="X"	A 'is less than' B.
>	10 IF A>B THEN C$=D$+E$	A 'is greater than' B.
<=	10 IF A<=B THEN C=20	A 'is less than or equal to' B.
>=	10 IF A>=B THEN C=D-1	A 'is greater than or equal to' B.
AND	10 IF A AND B THEN C=0	A and B must BOTH be true for statement 10 to be true.
OR	20 IF A OR B THEN C=90	A must be true or B must be true for statement 20 to be true.
NOT	30 IF NOT A THEN PRINT C	Expression is true if A is false.

**NOTE: The numerical values used in the evaluation of logical comparisons are: 'TRUE' is any non-zero number and 'FALSE' is zero.

Special Symbols, Commands and Statements

SYMBOLS, COMMANDS, STATEMENTS	EXAMPLE	PURPOSE
:	10A=1:B=2:C=3	Allows multiple statements on a line.
;	10PRINT A;B	Allows same line printing. Elements are separated by 3 spaces.
	20PRINT A$;B$	Allows same line printing. String elements are concatenated.
,	10PRINT A,B	Allows same line printing. Elements are separated and printed in pre-TABbed print positions (columns 10,20,30, etc.)
,	LOAD "NAME," D	Separates elements in LOAD, SAVE, OPEN, and VERIFY.
?	10?A	Abbreviation for PRINT. Stores as one character; lists as word PRINT.
$	10A$="ABCDEFG"	String identifier.
%	10A%=INT(X)	Integer identifier.
" "	10A$="ABCDEF"	String enclosures.
carriage return		Must follow every command, statement, or data entry; causes cursor to return to leftmost position on next lowest line. Signals "END OF INPUT LINE."
π		Value of Pi: 3.1415927.

PORTRAIT OF 2001 BY 2020



This is the PET 2020 PRINTER.

A fast, intelligent peripheral designed to attach to any IEEE-488 device, in particular, the PET 2001 PERSONAL COMPUTER. It uses a 7 needle Impact printer able to print through 3 copies. Running at a speed of 120 cps, printing lines up to 80 characters in length.

It features UPPER-lower case, reverse field, OR, **Bold**, fully formatted printing.

THE SELLING PRICE IS $695

All this is implemented by using a Commodore 6500 series Microprocessor, 2 6532 RAM-I/O chips and a 32-K ROM.

The **bold**, reverse field and lower case are all accomplished by, up-shift, down-shift or control characters which are programmable from PET BASIC.

The full PET graphics set is available in an 8X7 dot matrix form allowing continuous graphics.

Of course it can also list PET programs.

```
10 PRINT"{CLR}"
20 INPUT"NUMBER";A
30 FOR I=2 TO SQR(A)+1
40 IF (A/I)=INT(A/I) THEN PRINT A"IS NOT PRIME":GOTO 20
50 NEXT
60 PRINT A;"IS PRIME"
70 GOTO 20
```

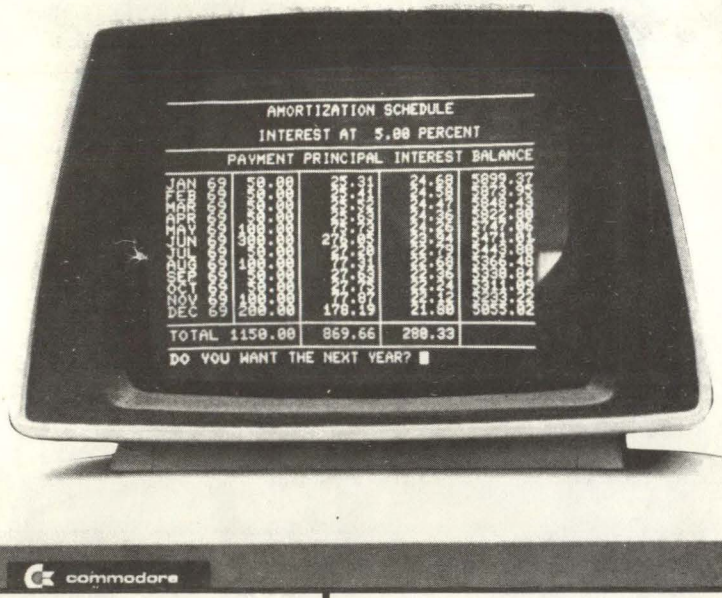
The PET 2020 PRINTER has full formatting capability allowing

```
SUPPRESED LEADING ZEROS          9.45
FORCED LEADING ZEROS          0009.45
FLOATING DOLLAR SIGN           $695.00
FIXED DOLLAR SIGN            $  695.00
OR ALPHANUMERIC

AN EXAMPLE FORMAT MIGHT BE

AAAAAAA      999       $$$$.99

WHICH WOULD FORMAT DATA LIKE THIS

APPLES        25         $4.45
```

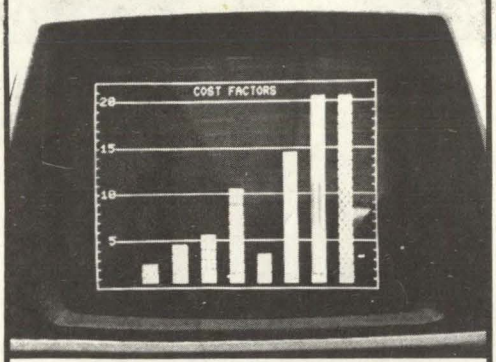
Reproduced from actual Printout

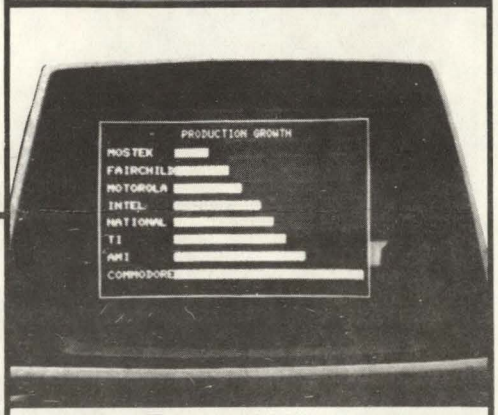
The Many Faces of the PET

Amortization Chart

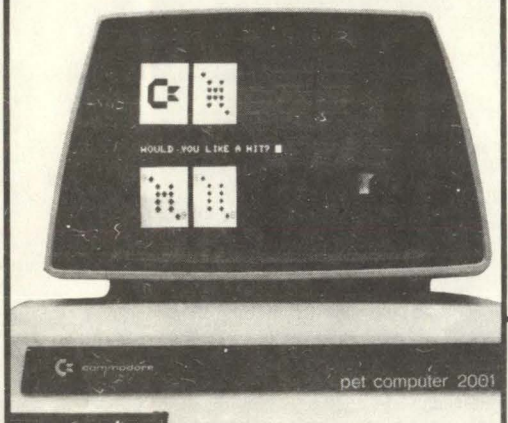


Bar Graphs

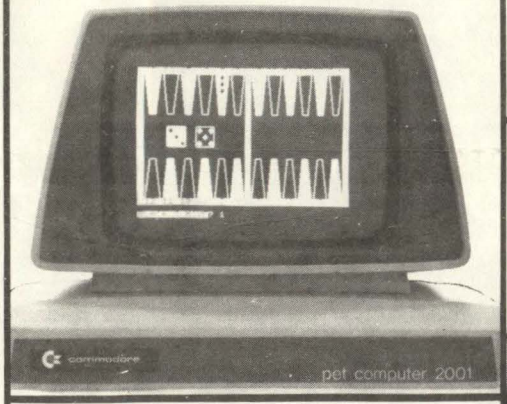




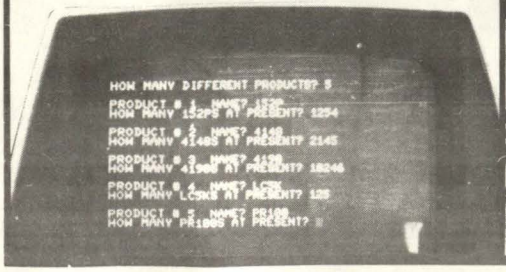
Black Jack



Backgammon

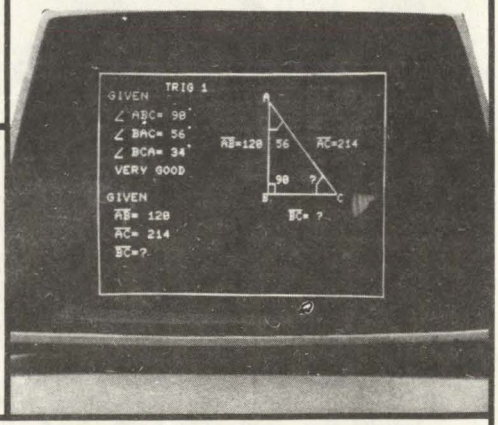


Inventory Control

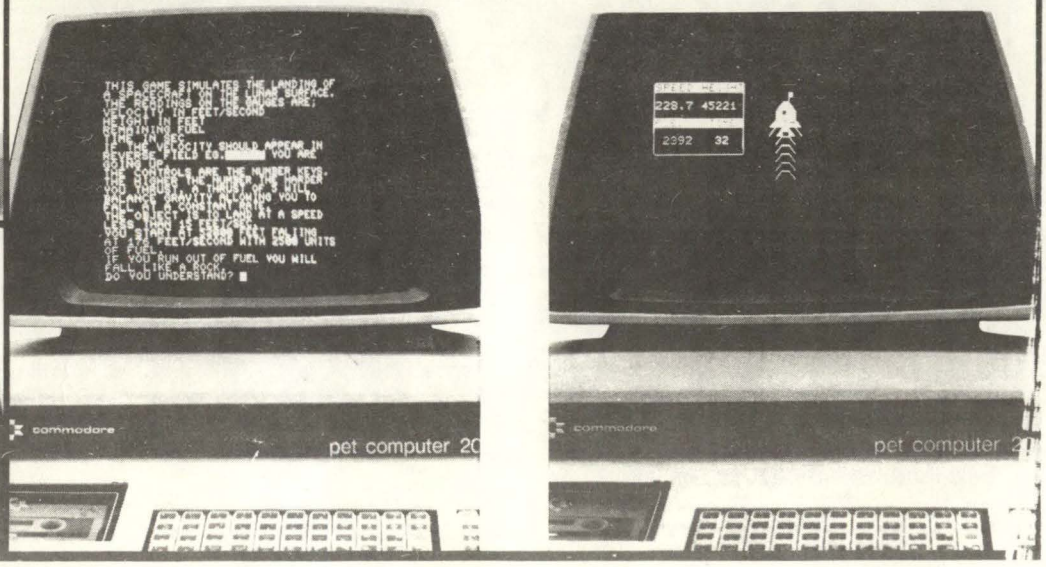

HOW MANY DIFFERENT PRODUCTS? 5
PRODUCT # 1 NAME? 1230
HOW MANY 1230S AT PRESENT? 1254
PRODUCT # 2 NAME? 4140
HOW MANY 4140S AT PRESENT? 2145
PRODUCT # 3 NAME? 4120
HOW MANY 4120S AT PRESENT? 18246
PRODUCT # 4 NAME? LCSW
HOW MANY LCSWS AT PRESENT? 128
PRODUCT # 5 NAME? PR100
HOW MANY PR100S AT PRESENT?

Recipes

Teaching Trigonometry



Moon Landing


THIS GAME SIMULATES THE LANDING OF
A SPACECRAFT ON THE LUNAR SURFACE.
YOUR READINGS ON THE GAUGES ARE:
VELOCITY IN FEET/SECOND
REMAINING FUEL
TIME
IN VELOCITY SHOULD APPEAR IN
REVERSE FIELD (O= YOU ARE
GOING TOWARDS THE MOON).
THE CONTROLS ARE THE NUMBER KEYS.
THE NUMBER THE THRUST OF ROCKET
TO THRUST THAT NUMBER OF FEET
PER MINUTE SQUARED. GRAVITY ACTS ON YOU TO
PULL YOU TOWARDS THE MOON AT A SPEED
OF 5 FEET/SECOND SQUARED.
UNLESS YOU ARE LANDING AT A SPEED
LESS THAN 10 FEET/SECOND YOU WILL CRASH
AT A SPEED OF 1 FEET/SECOND WITH 2500 UNITS
OF FUEL
IF YOU RUN OUT OF FUEL YOU WILL
FALL LIKE A ROCK
DO YOU UNDERSTAND?
228.7 45221
2392 32
pet computer

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GAME PROGRAMS ARE $9.95 EACH:

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☐ **#0181-Space Flight**-*Two player game. Excellent graphics.*

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